

Nicole Tebbutt- UX/UI Designer

Oakland, CA • nicoletebs@gmail.com • 415-371-8495 • www.nicoletebbuttux.com • linkedin.com/in/nicole-tebbutt

EDUCATION

San Francisco City College	San Francisco, CA
Associates in Graphic Design	May 2022
San Francisco State University	San Francisco, CA
Bachelors in Anthropology	
General Assembly	San Francisco, CA
Certificate in UX Design Immersive	

RELEVANT EXPERIENCE

Techrow Remote
UX/UI Designer October 2018-Present

- Designed over 30+ screens within pre-existing design system for a SaaS dashboard educational tool holding VR content for classrooms.
- Worked directly with CTO and other cross-functional teams to pinpoint pain points within the existing application, pitch potential design solutions and eventually present final mockups+ user flows.
- Advocated for user testing by creating a usability script to test the usability of 3 of the applications main features with the goal of increasing ease of usability.
- Maintained a working relationship over multiple years, juggled multiple tasks along with work from other clients, adhering to strict deadlines.

Various Companies and Startups Remote
UX/UI Designer Mar 2018- Present

- Worked collaboratively with a broad range of clients to meet their business objectives from design to execution across industries including Edtech, government, healthcare, e-commerce, design agency with 30+ enterprise brands: Fuse Washington, Bay Area Creative Foundation,, Digilock, Keylitix, Citizen Emoji IOS application, HREP Inc.
- Cultivated long-term relationships with clients, managing ~10 concurrent projects per year across ~8 clients.
- Leveraged strong time management and communication skills to consistently meet strict deadlines, exceeding client satisfaction goals 100% of the time.

Create Digital Agency Remote
UX/UI Designer Dec 2023- Feb 2024

- Worked cross-functionally with director, stakeholders and copywriting team to design responsive websites by restructuring information hierarchy, information architecture, iterating from low fidelity to high fidelity, eventually delivering quality assurance for sites built out in HTML/CSS.
- Performed heuristic evaluations on sites and presented feedback to clients on how to improve user experience and with the end goal of increased conversion.
- Created visual assets with visual brand consistency for websites, online advertisements, social media and newsletters.

University Credit Union Remote
UX/UI Designer Mar 2022-May 2023

- Created visual assets with visual brand consistency for digital and print deliverables including: online ads for social media, web banners, data visualization, email newsletters, flyers, banners and brochures and other marketing materials.
- Delivered 50+ design deliverables maintaining brand awareness while simultaneously attending school and working on other freelance projects, resulting in a honed expertise in design principles: typography, color theory,

and layout techniques.

Upperstudy

UX/UI Designer

Remote
Feb 2022-May2023

- Collaborated with other designers in weekly agile design sprint UI problem solving exercises, iterating wireframes, mockups, user flows and pitching design concepts to senior designers to create intuitive user experiences.
- Met weekly with cohort to present work and critique work of peers in design reviews- giving and receiving constructive feedback to iterate on design concepts.
- Designed 7 high fidelity mockups and user flows in a 2 month span, resulting in improving craft skillset across design thinking , UI, and visual design and project management.

Literator

UX/UI Designer

Oakland, Ca
April 2018 - Sep 2018

- Initiated a three-month-long project to design and develop a new product feature for educational materials; the feature increased user engagement by 10% and resulted in a 5% increase in product revenue.
- Improved user retention by 30% by designing 20+ screens for the startups first mobile application's user interface.
- Spearheaded market research, user research and recruiting for user testing for a SaaS application.
- Conducted 10+user interviews, 3 rounds of user testing with multiple prototypes, synthesizing testing results into design iterations and delivered final design mockups advocating user needs to engineering team for product development.

SKILLS

Affinity Mapping	Competitive Analysis	Typography
Agile Methodologies	Client Presentations	Style Guides
High Fidelity Mockups	Rapid Prototyping	Usability Testing
Heuristic Evaluation	Interaction Design	Storytelling
Pitching Solutions	Paper Prototyping	Sitemapping
Wireframing	UX Research	

TOOLS

Figma	Adobe Creative Suite	Invision
Google Analytics	Linear	Marvel
Miro	Notion	Principle
Sketch	Adobe Photoshop	Adobe Illustrator